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An unequal error protection method for packet loss resilient 3D mesh transmission- ► [gatech.edu](#) [pdf]  
 G Al-Regib, Y Altunbasak - IEEE INFOCOM 2002. Twenty-First Annual Joint Conference of ..., 2002 - [ieeexplore.ieee.org](#)  
 ... so far since the beginning of the LOD bit-stream ( ie, since the LOD Header). ... LOD  
 decoding iteration, the decoder sorts the current **mesh** vertices and ...

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Multiresolution streaming mesh with shape preserving and QoS-like controlling- ► [psu.edu](#) [pdf]  
 bY Chen, T Nishita - [portal.acm.org](#)  
 ... When a user needs to use a **3D** model encoded with the **streaming mesh** format on the  
 Internet the server first delivers a simplified **mesh** model which shape and ...

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A spatial hierarchical compression method for **3D streaming** animation

T Hijiri, K Nishitani, T Cornish, T Naka, S ... - Proceedings of the fifth symposium on Virtual reality ..., 2000 - [portal.acm.org](#)  
 ... as Face and body animation, Binary format, **3D** hierarchical **mesh** coding, etc. ... **3D** Content ...  
 The **Header** Part is further divided into **Stream** Information and Channel ...

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Robust transmission of **3D** geometry over lossy networks- ► [vanderbilt.edu](#) [pdf]

Z Chen, B Bodenheimer, JF Barnes - Proceedings of the eighth international conference on **3D** Web ..., 2003 - [portal.acm.org](#)  
 ... compares the Hausdorff distance between the original **3D** model and a ... each packet contains  
 a four byte **header** that stores ... of the first face of the **mesh** that will ...

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Efficient compression and rendering of multi-resolution meshes- ► [uic.edu](#) [pdf]

Z Karni, A Bogomjakov, C Gotsman - Proceedings of the conference on Visualization'02, 2002 - [portal.acm.org](#)  
 ... The (**3D** vector) prediction error that is coded is ... in this manner are left in a "base  
**mesh**" which is ... separately as part of the bit **stream header**, using the ...

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ISIS: Intelligent scalability for interoperable services- ► [ic.ac.uk](#) [pdf]

P Gioia, K Kamyab, I Wolf, G Panis, A Difesa, M ... - Visual Media Production, 2004.(CVMP). 1st European ..., 2004 - [ieeexplore.ieee.org](#)

... The BSAC elementary **stream** starts with a BSAC **header**, which remains ... video coding  
 in a complete end to end **streaming** chain ... Terrain Navigation (Wavelet **Mesh** **3D**). ...

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Optimized geometry compression for real-time rendering

MM Chow, C MIT - Visualization'97., Proceedings, 1997 - [ieeexplore.ieee.org](#)

... triangle **mesh** is a compact representation of **3D** geometry first ... to store old vertices  
 (called the **mesh** buffer ... A minimum vertex **header** is also needed to specify a ...

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**3D** video recorder- ► [uni-rostock.de](#) [pdf]

S Wurmlin, E Lamboray, OG Staadt, MH Gross - Computer Graphics and Applications, 2002. Proceedings. 10th ..., 2002 - [ieeexplore.ieee.org](#)

... the number of vertices in its **mesh** representation ... During playback, the **3D** video player  
 requests a frame ... is achieved by reading the frame **header** information and ...

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Random-accessible compressed triangle meshes- ► [kaist.ac.kr](#) [pdf]

SE Yoon, P Lindstrom - IEEE Transactions on Visualization and Computer Graphics, 2007 - [ieeexplore.ieee.org](#)  
 ... reads vertices and triangles from the **streaming mesh**. ... After finishing compressing



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On the one hand, gmax is a "free **game** development level editor" based on **3ds max**. It's available for free, and can be used to create create and edit levels, ...

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Mar 21, 2001 ... (BUSINESS WIRE)---March 21, **2001**. New physics suite integrates hard body, ... "Havok has always recognized **3ds max** as the **game** content ...

[findarticles.com/p/articles/mi\\_m0EIN/is\\_2001\\_March\\_21/al\\_71945116](http://findarticles.com/p/articles/mi_m0EIN/is_2001_March_21/al_71945116) - 36k -

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It is hosted and animated by Michael Lee, one of the top Special Effects animators in the film and **game** industry on **3D Studio MAX** ...

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[Modeling a Character in 3DS Max Wordware Game...Amazon.co.uk: Paul ...](#)

**3ds Max Modeling for Games:** Insider's Guide to **Game** Character, Vehicle, and Environment .... Want to model characters for computer **games**?, 15 Nov **2001** ...

[www.amazon.co.uk/Modeling-Character-Wordware-Developers-Library/dp/155622088X](http://www.amazon.co.uk/Modeling-Character-Wordware-Developers-Library/dp/155622088X) - 252k - Cached - Similar pages

[3D Studio Max](#)

TechiWareHouse now takes **3D Studio Max** (3dsm) to the extreme in this site. ... Here is a small list of some known **games** titles that **Max** was used on: ...

[www.techiwarehouse.com/cms/articles.php?cat=52](http://www.techiwarehouse.com/cms/articles.php?cat=52) - 37k - Cached - Similar pages

[Autodesk - Autodesk 3ds Max - Autodesk® 3ds Max® in next-gen ...](#)

Beautifully detailed cars created in Autodesk® **3ds Max®** software crash, ... Usually such detail in a racing **game** is unnecessary. But for Full Auto, it was crucial. ... By **2001**, the studio had finished its first major console title: Cel ...

[usa.autodesk.com/adsk/servlet/item?siteID=123112&id=5806464&linkID=5572501](http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=5806464&linkID=5572501) - 20k -

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3D **Game** Designer / **Game** Programmer / **Game** Tester ... RayB: Posts: 764: Joined: Wed Feb 07, **2001** 12:01 am: Location: Toronto, Ontario, Canada .... Answer given by someone working for Virtuools : the exporter for **3ds Max** 2009 should be ...

[www.theswapmeet-forum.com/forum/viewtopic.php?f=3&t=12058&start=0](http://www.theswapmeet-forum.com/forum/viewtopic.php?f=3&t=12058&start=0) - 30k -

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Dec 14, 2008 ... Fallout Tactics: Brotherhood of Steel **Game** **3dsMax** Sprite Stage

download ... By VengefulSniper | Released Mar 15, **2001** ...

[www.moddb.com/games/fallout-tactics-brotherhood-of-steel/downloads/3dsmax-sprite-stage](http://www.moddb.com/games/fallout-tactics-brotherhood-of-steel/downloads/3dsmax-sprite-stage) - 25k - Cached - Similar pages

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